Amendments to the Claims

This listing of the claims will replace all prior versions and listings of the claims in the application:

1-3. (Canceled)

4. (Currently amended) A portable memory to add educational software to an electronic educational toy by a user thereof, the educational software designed to teach letters of an alphabet, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a cognitive selection of a letter and indicate the cognitive selection of the letter by causing contact with a ~~touch-sensitive surface, the touch-sensitive surface formed~~ work platform on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive selection of the letter as indicated by contact caused by the child with the ~~touch-sensitive surface~~ work platform corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the ~~touch-sensitive surface~~ work platform, a contact capable of occurring and being sensed in arbitrary child-defined locations on the ~~touch-sensitive surface~~ work platform, the occurrence of contact on the ~~touch-sensitive surface~~ work platform in response to the question or instruction indicating the cognitive selection by the child of the letter corresponding to the question or instruction, the one or more sensors capable of sensing the location of a first contact caused by the child on the substantially planar surface of the work platform and, while the first contact is maintained in

position to be sensed by the sensing system, sensing the location of a second contact caused by the child on the substantially planar surface of work platform;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the letter selected by the child corresponds to a correct response to the question or instruction; and

data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

5. (currently amended) A portable memory as in claim 4, wherein the cognitive selection of the letter by causing contact with ~~a touch-sensitive surface~~ the work platform comprises placement of an object on the touch-sensitive surface.

6. (previously presented) A portable memory as in claim 4, wherein the software generates questions or instructions with different levels of difficulty.

7. (previously presented) A portable memory as in claim 6, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

8. (currently amended) A portable memory as in claim 4, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the ~~touch-sensitive surface~~ work platform.

9. (currently amended) A portable memory as in claim 8, wherein the plurality of images on the ~~touch-sensitive surface~~ work platform can be changed.

10. (currently amended) A portable memory to add educational software to an electronic educational toy by a user thereof, the educational software designed to teach words of a language, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a cognitive selection of a word and indicate the cognitive selection of the word by causing contact with a ~~touch-sensitive surface, the touch-sensitive surface formed~~ work platform on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive selection of the word as indicated by contact caused by the child with the ~~touch-sensitive surface~~ work platform corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the ~~touch-sensitive surface~~ work platform, a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the ~~touch-sensitive surface~~ work platform in response to the question or instruction indicating the cognitive selection by the child of the word corresponding to the question or instruction, the one or more sensors capable of sensing the location of a first contact caused by the child on the substantially planar surface of the work platform and, while the first contact is maintained in position to be sensed by the sensing system, sensing the location of a second contact caused by the child on the substantially planar surface of work platform;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the word selected by the child corresponds to a correct response to the question or instruction; and

data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

11. (currently amended) A portable memory as in claim 10, wherein the cognitive selection of the word by causing contact with ~~a touch-sensitive surface~~ the work platform comprises placement of an object on the touch-sensitive surface.

12. (previously presented) A portable memory as in claim 10, wherein the software generates questions or instructions with different levels of difficulty.

13. (previously presented) A portable memory as in claim 12, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

14. (currently amended) A portable memory as in claim 10, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the ~~touch-sensitive surface~~ work platform.

15. (currently amended) A portable memory as in claim 14, wherein the plurality of images on the ~~touch-sensitive surface~~ work platform can be changed.

16. (currently amended) A portable memory to add educational software to an electronic educational toy by a user thereof, the educational software designed to teach numbers, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a cognitive selection of a number and indicate the cognitive selection of the number by causing contact with ~~a touch-sensitive surface, the touch-sensitive surface formed~~ work platform on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive selection of the number as indicated by contact caused by the child with the ~~touch-sensitive surface~~ work platform corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the ~~touch-sensitive surface~~ work platform, a contact capable of occurring and being sensed in arbitrary child-defined

locations on the touch-sensitive surface, the occurrence of contact on the ~~touch-sensitive surface~~ work platform in response to the question or instruction indicating the cognitive selection by the child of the number corresponding to the question or instruction, the one or more sensors capable of sensing the location of a first contact caused by the child on the substantially planar surface of the work platform and, while the first contact is maintained in position to be sensed by the sensing system, sensing the location of a second contact caused by the child on the substantially planar surface of work platform;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the number selected by the child corresponds to a correct response to the question or instruction; and

data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

17. (currently amended) A portable memory as in claim 16, wherein the cognitive selection of the number by causing contact with ~~a touch-sensitive surface~~ the work platform comprises placement of an object on the touch-sensitive surface.

18. (previously presented) A portable memory as in claim 16, wherein the software generates questions or instructions with different levels of difficulty.

19. (previously presented) A portable memory as in claim 18, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

20. (currently amended) A portable memory as in claim 16, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the ~~touch-sensitive surface~~ work platform.

21. (currently amended) A portable memory as in claim 20, wherein the plurality of images on the ~~touch-sensitive surface~~ work platform can be changed.

22. (currently amended) A portable memory to add educational software to an electronic educational toy by a user thereof, the educational software designed to teach ~~numerical operations~~ picture, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a cognitive selection of a numerical operation and indicate the cognitive selection of the ~~mathematical operation~~ picture by causing contact with a ~~touch-sensitive surface, the touch-sensitive surface formed~~ work platform on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive selection as indicated by contact caused by the child with the ~~touch-sensitive surface~~ work platform corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the ~~touch-sensitive surface~~ work platform, a contact capable of occurring and being sensed in arbitrary child-defined locations on the ~~touch-sensitive surface~~ work platform, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive selection by the child ~~corresponding to the mathematical operation~~ of the picture corresponding to the question or instruction, the one or more sensors capable of sensing the location of a first contact caused by the child on the substantially planar surface of the work platform and, while the first contact is maintained in position to be sensed by the sensing system, sensing the location of a second contact caused by the child on the substantially planar surface of work platform;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the selection by the child corresponds to a correct response to the question or instruction; and

data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

23. (currently amended) A portable memory as in claim 22, wherein the cognitive selection by causing contacting a touch-sensitive surface comprises placement of an object on the ~~touch-sensitive surface~~ work platform.

24. (previously presented) A portable memory as in claim 22, wherein the software generates questions or instructions with different levels of difficulty.

25. (previously presented) A portable memory as in claim 24, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

26. (currently amended) A portable memory as in claim 22, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the ~~touch-sensitive surface~~ work platform.

27. (currently amended) A portable memory as in claim 26, wherein the plurality of images on the ~~touch-sensitive surface~~ work platform can be changed.

28. (currently amended) A portable memory to add educational software to an electronic educational toy by a user thereof, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a cognitive decision and indicate the cognitive decision by causing contact with a ~~touch-sensitive surface, the touch-sensitive surface formed~~ work platform on at least a portion of a

substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive decision as indicated by contact caused by the child with the ~~touch-sensitive surface~~ work platform corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the ~~touch-sensitive surface~~ work platform, a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the ~~touch-sensitive surface~~ work platform in response to the question or instruction indicating the cognitive decision by the child to the question or instruction, the one or more sensors capable of sensing the location of a first contact caused by the child on the substantially planar surface of the work platform and, while the first contact is maintained in position to be sensed by the sensing system, sensing the location of a second contact caused by the child on the substantially planar surface of work platform;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the selection by the child corresponds to a correct response to the question or instruction; and

data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

29. (currently amended) A portable memory as in claim 28, wherein the cognitive selection by causing contact with a touch-sensitive surface comprises placement of an object on the ~~touch-sensitive surface~~ work platform.

30. (previously presented) A portable memory as in claim 28, wherein the software generates questions or instructions with different levels of difficulty.

31. (previously presented) A portable memory as in claim 30, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

32. (currently amended) A portable memory as in claim 28, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the ~~touch-sensitive surface~~ work platform.

33. (currently amended) A portable memory as in claim 32, wherein the plurality of images on the ~~touch-sensitive surface~~ work platform can be changed.

34. (new) A portable memory as in claim 4, further comprising data for a learning mode wherein the child explores letters by causing contact with the work platform without there being an indication of an incorrect selection of a letter and the toy provides audio feedback to the child when such contact corresponds to the selection of a letter, the audio feedback relating to the selected letter.

35. (new) A portable memory as in claim 4, wherein the work platform comprises a touch-sensitive surface.

36. (new) A portable memory as in claim 4, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

37. (new) A portable memory as in claim 4, wherein the one or more sensors comprise a grid of wires, wires of the grid being sequentially energized so that contact caused by the child generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.

38. (new) A portable memory as in claim 10, further comprising data for a learning mode wherein the child explores words by causing contact with the work platform without there being an indication of an incorrect selection of a word and the toy provides audio feedback to the child when such contact corresponds to the selection of a word, the audio feedback relating to the selected word.

39. (new) A portable memory as in claim 10, wherein the work platform comprises a touch-sensitive surface.

40. (new) A portable memory as in claim 10, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

41. (new) A portable memory as in claim 10, wherein the one or more sensors comprise a grid of wires, wires of the grid being sequentially energized so that contact caused by the child generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.

42. (new) A portable memory as in claim 16, further comprising data for a learning mode wherein the child explores numbers by causing contact with the work platform without there being an indication of an incorrect selection of a number and the toy provides audio feedback to the child when such contact corresponds to the selection of a number, the audio feedback relating to the selected number.

43. (new) A portable memory as in claim 16, wherein the work platform comprises a touch-sensitive surface.

44. (new) A portable memory as in claim 16, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

45. (new) A portable memory as in claim 16, wherein the one or more sensors comprise a grid of wires, wires of the grid being sequentially energized so that contact caused by the child generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.

46. (new) A portable memory as in claim 22, further comprising data for a learning mode wherein the child explores pictures by causing contact with the work platform without there being an indication of an incorrect selection of a picture and the toy provides audio feedback to the child when such contact corresponds to the selection of a picture, the audio feedback relating to the selected picture.

47. (new) A portable memory as in claim 22, wherein the work platform comprises a touch-sensitive surface.

48. (new) A portable memory as in claim 22, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

49. (new) A portable memory as in claim 22, wherein the one or more sensors comprise a grid of wires, wires of the grid being sequentially energized so that contact caused by the child generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.

50. (new) A portable memory as in claim 28, further comprising data for a learning mode wherein the child explores letters, words, numbers or pictures by causing contact with the work platform without there being an incorrect selection, or indication of an incorrect selection, of a letter, word, number or picture and the toy provides audio feedback to the child when such contact corresponds to the selection of a letter, word, number or picture, the audio feedback relating to the selected letter, word, number or picture.

51. (new) A portable memory as in claim 28, wherein the work platform comprises a touch-sensitive surface.

52. (new) A portable memory as in claim 28, wherein the work platform comprises a contact-sensitive electronic display screen electronically and temporarily displaying the plurality of images on the work platform.

53. (new) A portable memory as in claim 28, wherein the one or more sensors comprise a grid of wires, wires of the grid being sequentially energized so that contact caused by the child generates a variation in one or more of the wires of the grid from which the location of contact on the work platform can be determined.